

Group 4

Top Deck Studios

Group Reflection

Christopher Ridley (2459262)

My most successful aspect of my contribution was conceptualizing and drawing assets before modelling began. Subsequently my main area of improvement is in modelling where I feel I could be doing more especially as this is one of my main goals for the project. Preparing the style bible and story boards helped me to better understand the process that leads up to modelling. This process helps to better understand the makeup of an object before being modelled which helps during the modelling process. Colouring and finding the right colour pallet was really enjoyable.

Callum Freer (2606259)

I think my most successful aspect of my contributions would be my concept art and turnarounds for the Alien, Alien Controller and Alien Ship. I really enjoyed making them and trying to come up with expressions and a movement guide for the alien. IT was a lot of fun to work on and turned out well. I think the areas that I need to improve upon are my 3D models. The alien model was fun to sculpt but it does need to be retopologize so that it can be animated well. I also think the Alien ship model needs to be remade as it was done in a rush. My goals for the project were to get better at texturing, rigging and creating expressive animations. I don't think I've made much progress towards those goals as we haven't reached that stage of production yet.

However, I do think the style bible was useful in helping me understand how the character should move